



AGB-BIHE-USA

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**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

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**EVERYONE**



Fantasy Violence

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

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# WELCOME HERO!

Imagine the island of Voya Nui. You are on a beach at the foot of a monstrous cliff. A line of meandering footprints leads you to a figure collapsed on the sand. As you approach, a deep rumble of thunder echoes in the distance. Exhausted, a Matoran looks up — at first fearful — but then understanding.

"I know who you are. You are the Hero," he says. You smile. With this encouragement the Matoran tells you the story.

"This land has been invaded by the despicable Piraka. They have stolen the Mask of Life! The Piraka do not know the Mask's real power, but in spite of that they have used it to take control of all the creatures on the island.

"You are the Hero. You must track down and defeat the Piraka, restore the Mask and bring peace back to Voya Nui. Here...."

The Matoran reaches into a large bag lying next to him and pulls out an ornate TOA Inika Mask.

"Collect and use the powers that the TOA Inika Masks will grant you to save Voya Nui. Hero, this is your quest!"



## WHAT YOU HAVE TO DO

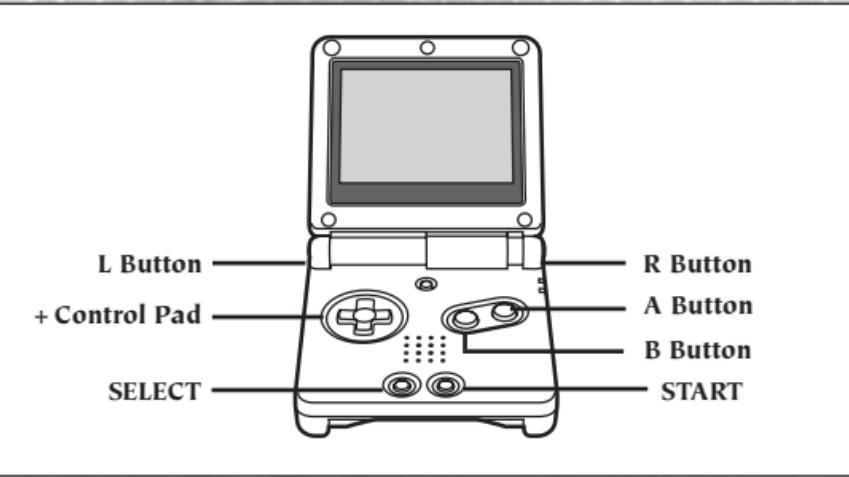
*BIONICLE Heroes*<sup>TM</sup> lets you take on the guise of the heroic TOA Inika and control their unique powers to overcome a host of different enemies. Many dangerous, aggressive BIONICLE creatures, created by the evil power of the Piraka, exist on the island. You must defeat hordes of enemies in each of the six elemental Zones of the island and then defeat the Piraka to win back the Mask of Life and return the island to peace.

Your power (as the Hero) comes from the six different TOA Inika Masks that you can find scattered throughout each level. Once you put on a TOA Mask, you assume the powers and ability of that TOA.

Don't worry — even if the task seems too difficult, you will not be left without help. *BIONICLE Heroes*<sup>TM</sup> will always prompt you on the best course of action to take: either indicating which TOA to use to make the most of a special ability, or pointing you in the correct direction to get through a level.



## GETTING STARTED



1. Turn OFF the power switch on your Nintendo Game Boy® Advance.  
*Important:* Never insert or remove a Game Pak when the power is on.
2. Insert the *BIONICLE Heroes™* Game Pak into the Game Boy® Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the POWER switch and the startup screens will appear. (If you do not see the startup screens then begin again at step 1.)
4. When you see the *BIONICLE Heroes™* Title Screen, press START to begin.

## CONTROLS

### MENU CONTROLS

|                  |              |
|------------------|--------------|
| Highlight option | +Control Pad |
| Select           | A Button     |
| Go back          | B Button     |

### IN-GAME CONTROLS

|                               |                 |
|-------------------------------|-----------------|
| Move TOA                      | +Control Pad    |
| Primary Fire (+ Constriction) | A Button        |
| Secondary Fire                | B Button        |
| Switch TOA (Free Play)        | L Button        |
| Strafing Toggle               | R Button (hold) |
| Pause Menu                    | START           |
| Proto Spawn Customize         | SELECT          |



# HEADS-UP DISPLAY



## SCREEN ITEMS

### Armor Level (Health)

The TOA's Armor (health) level is shown as a diminishing bar. If the bar reaches zero, the TOA has lost all energy. Heal the TOA by picking up LEGO pieces left by defeated enemies and destroyed objects throughout the levels.

If you lose all Armor, the TOA has no energy and disappears in a blast of LEGO pieces. But don't worry — the TOA will regenerate a few seconds later somewhere close by.

### Current TOA

This icon shows the TOA you are currently controlling. It reacts when you take hits in combat. The icon changes when you find an upgrade in a level or a new Mask at the end of a Zone.

### Energy Meter

The Energy Meter shows the TOA's secondary fire level (B Button). If this meter reaches zero you will not be able to fire your secondary weapon for a few moments, but you can still fire your primary weapon (A Button). The Energy Meter level increases slowly when you rest your TOA.

### LEGO Pieces

This counter shows the LEGO pieces you've collected in the level. You collect LEGO pieces by destroying enemies, terrain, turrets, bunkers — in fact, anything that explodes. Collected LEGO pieces give your TOA health by healing any damage done in combat, and count toward your final game score.

Some LEGO pieces are more valuable than others:

- *Blue LEGO pieces* = 5 health units
- *Gray LEGO pieces* = 10 health units
- *Gold LEGO pieces* = 20 health units

## PROTO-SPAWN ORB

A small orb of energized Protodermis that emerged from the lake at the same time as the Hero hovers around the TOA like a sidekick, firing at enemies and helping you defeat Makuta's Minions. You begin a level with the Proto-Spawn at full health. The more damage the TOA takes, the more likely it is that the orb will be chased off.

Pick up Proto-Spawn upgrades throughout the levels and use them to customize its weapons. Press SELECT during play to open the Customize Proto-Spawn Menu.

- *Spread (Water Level upgrade)* — The orb fires in a spread pattern.
- *Rapid Fire (Fire Level upgrade)* — The orb fires in short, rapid bursts.
- *Homing-In (Stone Level upgrade)* — The orb's attack fire locks-on to the target.
- *Ultra-Blast (Earth Level upgrade)* — The orb's attack fire causes a massive explosion around the target.
- *Shield-Breaker (Ice Level upgrade)* — The orb's attack fire passes through an enemy or target object and possibly hits a second.
- *Double Damage (Air Level upgrade)* — The orb's attack fire deals out double the damage on enemies and targets

## PROGRESS ARROW



Whenever a gate opens in any game level, an arrow (or series of arrows) will appear on screen to guide you to an exit (or exits).

## SWITCH INDICATOR



Only available in Free Play, this shows which TOA Masks you have available. Press the L Button to switch from one TOA Mask to another.



# MAIN MENU

After the opening sequence, you will see the Main Menu. Select any option:

- **New Game** — Begin a New Game of *BIONICLE Heroes*™ and then select an empty Save Game slot.
- **Load Game** — Continue a previously saved game. The menu will show you three Save Game slots. (See page 24 for more information.)
- **Options** — Adjust game options. (Press START to open the in-game Options Menu during play.)
  - **Strafe Mode** (page 12) — Select *Auto-Face* (the TOA will auto-face the nearest enemy) or *Hold* (hold down the R Button to face an enemy).
  - **Music Volume** — Press the +Control Pad  $\blacktriangleleft/\triangleright$  to adjust the game's music volume.
  - **Sound Volume** — Press the +Control Pad  $\blacktriangleleft/\triangleright$  to adjust the game's sound effects volume.
- **Credits** — See the team responsible for creating *BIONICLE Heroes*™.
- **Rewards** — Once you receive a Reward in the game, you can access this option to open and view your achievements in the game so far.

# PLAYING THE GAME

## GETTING INTO THE GAME

To start a game of *BIONICLE Heroes*™:

1. Highlight *New Game* on the Main Menu and press the A Button.
2. Highlight an empty Save Slot (marked "No Rank") and press the A Button.
3. After the opening sequences, the Hero will emerge from the Protodermis Lake. Move the Hero forward (press the +Control Pad  $\uparrow$ ) until you pick up the Fire TOA Mask.

## TUTORIAL

During the Tutorial, you'll learn the basics of using the *BIONICLE Heroes*™ game controls. The Tutorial uses visual help icons to teach what you must do.

The Hero has taken on the guise of the Fire TOA and now has the powers and weapons of that TOA. You are ready to do battle against Makuta's Minions! Your first task is to free one of the Matoran villagers imprisoned by Makuta.

- Check the game controls to make sure you understand the HUD icons.

## LEGO PIECES & CONSTRACTIONS

LEGO pieces and “constrictions” are objects that do something in the game. (In LEGO terms, “constriction” means “construction + action.”)

- Pick up individual pieces by walking over them. Doing this adds them to your score and TOA Health.
- Shoot at constrictions (A Button for primary fire; B Button for secondary fire) to release more LEGO pieces.
- Build working structures such as bridges, platforms and elevators by standing close to the LEGO pieces and holding down the A Button.

## STRAFING

You will have to fight some of Makuta's minions in the Tutorial, and it is very important to understand strafing. Your TOA will only fire at what it is facing, so when an enemy approaches, you must face it and fire. From the Options Menu (page 10), you can choose the method you'll use to strafe:

- **Auto-Face** — Your TOA will automatically turn to face the nearest enemy.
- **Hold** — Your TOA will remain facing in the same direction as long as you hold down the R Button.

It's very important to experiment with both Strafing options and then choose the one that works best for you. You don't want to waste vital time and energy firing into empty space!

## GETTING YOUR PROTO-SPAWN ORB

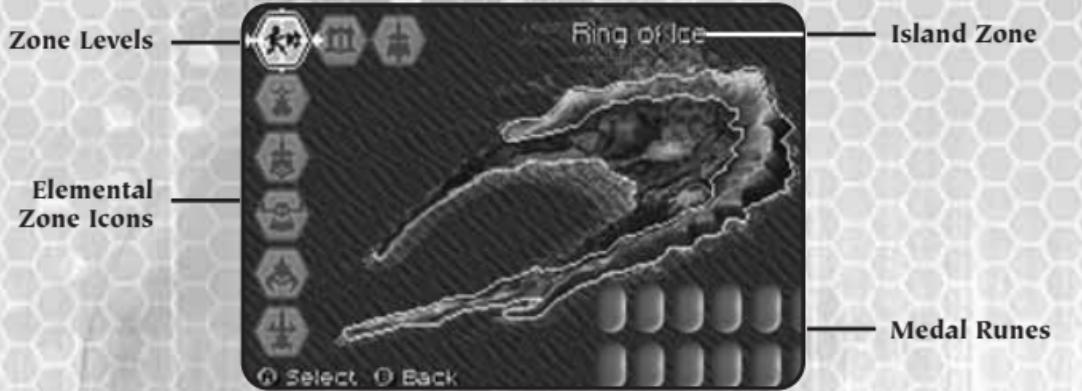
Once you rescue the villager in the Tutorial, you will link up with the Proto-Spawn orb that will then hover around you, firing at your enemies. You can customize and upgrade your Proto-Spawn (press SELECT to open the Proto-Spawn Customize Menu).

## COMPLETING THE TUTORIAL

When you complete the Tutorial successfully, follow the arrow icon to exit. Check the Rank/Score Screen, and then proceed to the Level Select Screen.



## LEVEL SELECT SCREEN



## ELEMENTAL ZONES

This game has six Elemental Zones. In each Zone, the Hero takes on the guise of one of the TOA with all its powers and weapons.

Fight your way through a Progress level to an Arena level, and then take on the Piraka who defends that Elemental Zone stronghold. When you complete all the Elemental Zones, you will gain access to the final showdown with Makuta.

## SCREEN ITEMS

### Elemental Zone Icons

The Elemental Zone icons show the six elemental Zones on the island. Select the first Zone, and press the +Control Pad  $\blacktriangleright$  to see the icons of any unlocked Zone levels. You must complete the levels in the correct order. You can return to any completed levels in Free Play (page 18). Press the +Control Pad  $\uparrow/\downarrow$  to select a Zone.

### Zone Levels

These icons are unlocked when you complete Zone levels, so you can access the levels again in Free Play. Press the +Control Pad  $\blacktriangleleft/\blacktriangleright$  to select a level.

### Island Zone

This shows the name and a visual of the selected island Zone.

### Medal Runes

This bank of spaces holds Medal Runes (page 20). After you complete a level, the Medal Runes awarded to you appear here.

- Some medals can only be collected in Free Play mode.

## PAUSE MENU

When the action gets too intense, or you want to check the controls or change option settings, press START to pause the action. This opens the Pause Menu that allows you to:

- **Continue** — Continue the level.
- **Strafe Mode** — Switch between Auto-Face and Hold (see page 10).
- **Music Volume** — Adjust the game's music volume (see page 10).
- **Sound Volume** — Adjust the game's sound effects volume (see page 10).
- **Extras** — Open the Extras Menu to see a list of Extras and Cheats available once you collect the correct Runes in different levels and Zones.
  - Become the amazing, rare Golden TOA!
  - Discover a treasure trove of hidden music!
  - Obtain a new TOA Mask and matching sombrero!
  - Unleash the power of the chicken with the Cluck Gun!
  - Impress your friends by becoming invincible!
  - Defeat your enemies with one shot!
- **Quit** — End the game and return to the Main Menu.

## THE TOA



- TOA of Air (green)
- TOA of Stone (brown)
- TOA of Ice (white)
- TOA of Fire (red)
- TOA of Earth (black)
- TOA of Water (blue)

There are six Elemental TOA Masks in the game. You begin the game with the TOA of Fire, and a new Mask becomes every time you complete a Zone. All TOA also have two upgrades that enhance their primary and secondary firepower.

## TOA WEAPONS

Each TOA has a basic Elemental Weapon fired by pressing the A Button, and a secondary, more powerful weapon fired by pressing the B Button. The primary weapon is a rapid-fire blaster. The secondary weapon is much more potent, with a special power depending on the TOA you are controlling. All weapons have unlimited ammo. You can upgrade both weapons as you progress through the levels.

The secondary weapon is linked to the Energy Meter on the HUD (page 7). Keep an eye on this meter to make sure you have enough energy to fire the secondary weapon. Firing this weapon uses a lot of energy, but the meter refills after a few moments with the weapon at rest. In combat, it is often a wise move to switch weapons and give the secondary weapon time to re-energize.

## FREE PLAY

In Free Play mode, you can return to previously completed levels in the guise of any TOA from Zones you've already completed. (You don't have to be in the guise of the TOA from the Zone you choose!) You can swap between TOA (L Button) and use upgraded weapons and Cheats to access secret and hidden areas. Additionally, in this mode, you can access the Progress, Arena and Boss levels of a Zone separately.

## COLLECTIBLES

There are many different upgrades, pick-ups, Cheats and power-ups you can collect throughout *BIONICLE Heroes*™.

### Masks

 You will start the game with the first Mask (the Fire TOA) and then pick up the next elemental Mask after you have defeated the Piraka at the end of the first Zone. The Mask icon on the HUD will change to show the new TOA Mask. Mask upgrades are picked up throughout the levels.

### LEGO Pieces

Blue, gray and gold LEGO pieces are available throughout the levels. They fall from defeated enemies and destructible objects when you explode them. Collect LEGO pieces to add to your Score and Armor (health) level and help heal a damaged TOA.

### Proto-Spawn Upgrades



These pick-ups allow you to upgrade the Proto-Spawn Orb. Press SELECT to open the Customize Proto-Spawn Menu. Your Armor (health) level must remain above 90% to keep your Proto-Spawn alive.

### Elemental Runes



Collect all six! Elemental Runes have a one-time, limited-time effect that's very useful in the heat of combat!

- *Rune of Ice* — Freeze all enemies for a few seconds.
- *Rune of Air* — Surround yourself with a lightning shield. You take no damage but can smash into enemies and fire your weapons as normal.
- *Rune of Earth* — Spikes burst out of the ground, smashing enemies instantly.
- *Rune of Stone* — Become invulnerable to any damage.
- *Rune of Water* — Heal to full health and regenerate low health rapidly.
- *Rune of Fire* — Unleash a blast of intense heat, instantly overpowering everything in view!

## MEDAL RUNES

Medal Runes are awarded when you perform to a high standard in different sections of the game. They appear on the Rank/Score Screen at the end of a level. There are 12 Medal Runes for each Elemental Zone. As you collect them, they appear on the Level Select Screen (page 14). Some Medal Runes can only be collected in Free Play mode.

- *TOA Medal* — Complete the Progress level with Rank A.
- *Destiny Medal* — Complete the Progress level with Rank S.
- *Builder Medal* — Find and build the statue construction hidden in the Progress level.
- *Duty Medal* — Complete the Boss level without dying.
- *Boxing Medal* — Win the mini-boxing match in each level.
- *Rescue Medal* — Complete the rescue map in each level.
- *Triumph Medal* — Complete a level, such as beating the Boss.
- *Speed Medal* — Beat the Boss within a certain amount of time.
- *Construction Medal* — Beat the Arena level with one or more of your turrets still alive.
- *Sharpsniper Medal* — Beat the arena level without using secondary fire.
- *Unity Medal* — Play through the Arena level in Free Play, using any TOA except the primary one.
- *Purple Heart* — Die 5 times or more.

## LETTER RUNES



In each Zone, you can complete a word to unlock one of the six Cheats featured in the Extras Menu. Collect Letter Runes by defeating enemies in the Progress level of a Zone. Some enemies drop a Rune when they die. Walk over the Rune to pick it up and add it to your collection.

- Some runes can only be collected in Free Play, and some Cheat words in the later Zones are long.
- If you die while carrying a Rune, you lose it. Replay the level and collect it again.
- To check on the Runes you are carrying, press START to open the Pause Menu, select Extras and press the A Button.



## CONSTRATIONS

There are numerous LEGO contractions in the game. These will be very useful in progressing through the game. Stand close to the constraction pieces, press and hold the A Button, and the object will build itself.

- **Trains** — Build a moving platform and then board it to follow a track that winds through a level. You cannot run and your path is predictable, so be ready to strafe and fire at the large number of enemies who close in on you.
- **Turrets** — Once you build a turret, it will fire shots at the nearest enemy, giving you a chance to concentrate on tougher opponents. Turrets explode if they take too much damage.
- **Bridges** — Build bridges to gain access to new areas in a level.
- **Barricades** — Block enemy shots and give yourself cover in combat.
- **Platforms** — Build elevator platforms that can move you to different levels in the landscape.
- **Statues** — Find hidden statues and “constract” them for special Rewards!

## RANK/SCORE SCREEN



## ELEMENTAL ZONES

This game has six Elemental Zones. In each Zone, the Hero takes on the guise of one of the TOA with all its powers and weapons.

Fight your way through a Progress level to an Arena level, and then take on the Piraka who defends that Elemental Zone stronghold. When you complete all the Elemental Zones, you will gain access to the final showdown with Makuta.

## SAVING & LOADING

*BIONICLE Heroes*™ auto-saves your progress, including upgrades, rewards, ranks, medals and score, every time you complete a level. Completed levels are left unlocked for you to access in Free Play. You will be warned not to turn off the power while the game is auto-saving.

To load a saved game, select *Load Game* from the Main Menu, select the game Game Save slot you want to load, and press the A Button.

## THE PIRAKA

Six Piraka Bosses defend the strongholds at the end of the Elemental Zones. Be very careful when fighting them — they are devious, cunning and tough

- **Thok "The Drifter"** (white)
- **Reidak "The Tracer"** (black)
- **Vezok "The Beast"** (blue)
- **Zaktan "The Snake"** (green)
- **Avak "The Trigger"** (brown)
- **Hakann "The Bully"** (red)

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